



SC Global Production Issues

Jennifer Teig von Hoffman
Boston University

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Objectives

- **What We Know**
- **What We Don't Know**
- **What We Need to Do**
- **What I Hope You Will Do**

What We Know

- **Large venue events need a team at each site**
 - **Producer**
 - **Technical Director**
 - **Audio Engineer**
 - **Video Engineer**
- **All teams must be thoroughly debugged**
 - **Rehearse until your fingers know how to fix things without your brain's intervention**
 - **Rehearse until you trust each others' judgment and have human issues cleared up**
- **All nodes must be thoroughly debugged**

What We Know (Cont.)

- **This is likely to be a round-the-clock event**
 - Voyager record/playback allows time shifting
 - Remote sites strongly encouraged to develop local activities
- **Round-the-clock has major implications**
 - Implications for SC Global AG NOC team (and Scinet)
 - Implications for Production team
- **Historically, clear and well-organized agenda development has been key to smooth large-venue, large-scale events**

The Most Important Thing We Know

- . . . is that we don't know everything!

What We Don't Know

- **What new technology opportunities/challenges will become significant to SC Global**
- **The structure of the overall program of events (content)**
- **. . . And, of course, all the things we don't know that we don't know.**

What We Need to Do

- **Start test cruises in June**
 - **MANDATORY FOR ALL PARTICIPATING SITES**
 - **Bob Riddle (of Internet2) will be our Cruise Director**
- **Production Institute in September (on the AG?)**
- **Megacruise week in the fall**
- **Remember about the not-knowing, and stay flexible**

What I Hope You Will Do

- **Wish Mark a Happy Birthday**



What I Hope You Will Do (Cont.)

- If your node is not already up, get moving on this as soon as you hit the ground back home
 - Better yet, send mail tonight to get wheels turning if they're not already
- Talk to Julie about open slots on the committee
- Talk to me if you're interested in helping with production